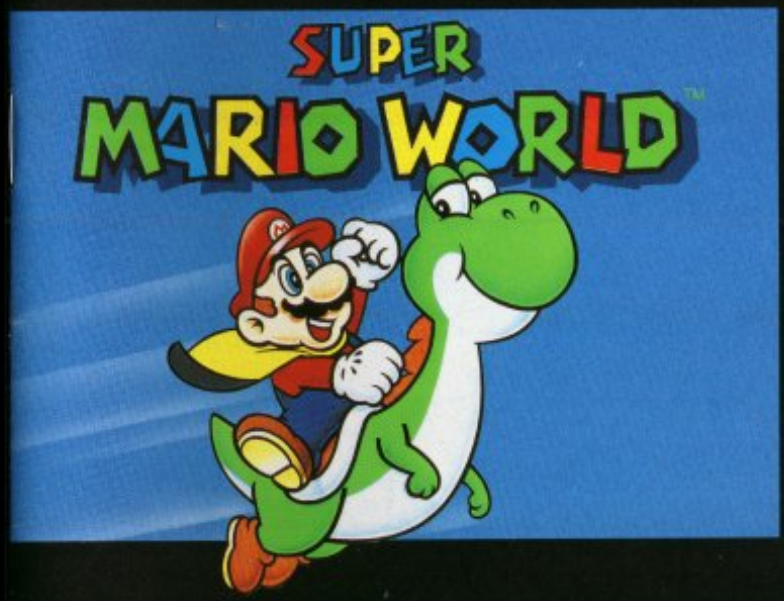
SNS-MW-USA-2

SUPER MARIO WORLD™



INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

Vimm's Lair - http://vimm.net

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK, OR ACCESSORY.

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Thank you for selecting the Super Mario World™ Game Pak for your Super Nintendo Entertainment System® .

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this book for future reference.

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STORY

After saving the Mushroom Kingdom from Bowser and the rest of the Koopas in Super Mario 3, Mario and Luigi needed to recuperate from their adventures. Together they agreed that the best place to vacation was a magical place called Dinosaur Land.

But while Mario and Luigi reclined on the beach for a relaxing nap, Princess Toadstool disappeared, apparently seized by evil forces. After searching for hours for their missing friend, Mario and Luigi came upon an enormous egg in the forest.

Suddenly the egg hatched, and out popped a young dinosaur named YOSHI, who proceeded to tell Mario and Luigi a sad tale of how his dinosaur pals were sealed in similar eggs by a group of monstrous turtles.

"Monstrous turtles!," exclaimed Luigi. "Bowser and his bunch have returned!" Mario slowly nodded his head in agreement and, along with Luigi and Yoshi, set off across Dinosaur Land to find the Princess and to free Yoshi's friends. As they began their journey, Yoshi handed Mario a beautiful cape. "This may help you," Yoshi said. "Some say it has magical powers."

With a little luck (and help from a magic cape), our hearty crew can defeat the seven worlds of Bowser's Krazy Koopa Kritters. Many locations are well-hidden so explore everywhere and try everything. Not all locations have to be explored to rescue the dinosaurs and save Princess Toadstool, but there are many "starry" treasures to be found in far-reaching places. You'll need to search all areas to find out what kinds of treasures are there... in Super Mario World.

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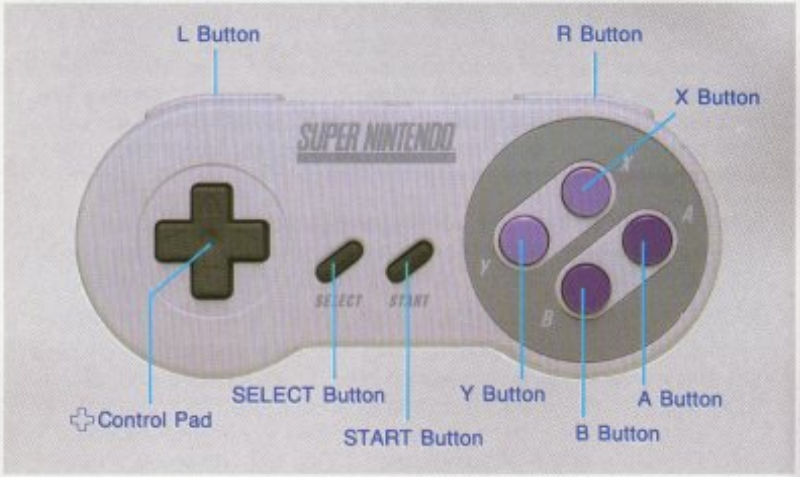
CONTROLLER OPERATION

You can use either of the Super NES Controller sockets.



✣ Control Pad

Map screen
- Moves Mario on the map screen.
- After pressing START on the map screen, you can scroll the map view.
- Moves the cursor.

Action screen
- Moves Mario (See action chart for details.)

START Button
- Starts the game.
- Pauses the game.
- Enters selections on the selection screen.

SELECT Button
- Changes selections on selection screen.
- Drops reserve item from the box at the top of the screen.

L Button
R Button
- When in an action scene, the L and R Buttons can be used to scroll the screen forward or backward slightly. This can be used to see farther ahead or behind if needed. This function does NOT work in all areas.

A Button
- Makes Mario spin jump.
- Makes Mario jump off of Yoshi's back.

B Button
- Makes Mario jump. (Mario and Yoshi both jump when Mario's on Yoshi's back.)
- Makes Caped Mario float down slowly.
- Makes Mario swim.
- Enters selections on the selection screen.
- Makes Yoshi fly when pressed repeatedly (When Yoshi has the ability to fly.)

X Button
- Makes Mario accelerate.
- Mario can hold some objects by holding this button down.
- Lets Mario punch objects on the other side of the wire fence while clinging to it.
- After Caped Mario runs fast enough and jumps, he can fly.
- Makes Yoshi eat enemies when pressed; lets him spit the unwanted ones out when released.
- Lets you cancel on the selection screen.
- Makes Fire Mario throw fireballs.

Y Button
- Same as the X Button.

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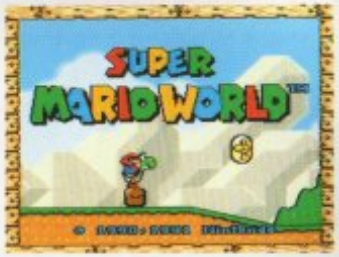
PLAYING THE GAME

Insert the Game Pak into the Super Nintendo Entertainment System® and turn the POWER switch ON. The demo screen shown at the right will appear. Press the START Button (or the B or Y Button) and Save Slots for Mario A, Mario B, and Mario C will appear. (See page 11 for details.)



Use the ✣ Control Pad or SELECT to choose one of the slots and also whether it is a 1-player or 2-player game. Then press START to start the game. The game consists of map screens and action screens.

• MAP SCREEN

The game begins at Yoshi's house. Move Mario (or Luigi) by using the ✣ Control Pad. At first, Mario can only go left or right from Yoshi's house. However, once Mario has cleared some of the areas, he will be able to move farther along. Now, go for it!

If you wish to see the rest of the map, press the START button and use the ✣ Control Pad to scroll the screen. Press the START Button again to return to where you were. (Note: this can't be done in World 1 but can be done in most later worlds.)
Some points on the map are red. These areas have a normal goal and a special goal (or secret keyhole). If you find the special goal, a new route will appear on the map. Many of these new routes can be used as a shortcut.

• ACTION SCREEN

Press the B or Y Button while on the map to enter an area. If you can get Mario to the end goal safely, the area will be cleared. Once an area is cleared, you can return there as many times as you wish (except for the castles and fortresses, which you can only finish once.) If you go into an area that has already been cleared, you can return to the map screen by pressing START, then SELECT.

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LOSING MARIOS

When you lose all of your Marios, your game is over.

You lose one Mario:

- When Small Mario is touched or bitten by an enemy.
- When Mario falls into a hole.
- When Mario does not reach the goal before the timer reaches zero.
- When Mario gets pushed off the screen (in the automatic scrolling areas).

If you are Fire Mario, Caped Mario or Super Mario, being touched or bitten by an enemy will transform you back to Small Mario.

COINS

Gather 100 regular coins and you'll earn an extra Mario.

Gather 5 Dragon Coins in 1 course and you'll earn an extra Mario. Dragon Coins also count as regular coins.

ITEM STOCK

Sometimes when you hit a block while travelling through the course, items that give Mario more power will appear. If you take an item when Mario already has extra power, the item will be stocked at the top of the screen, but only one item can be held in stock. When Mario is running out of power, the stocked item will automatically drop down. You may press the SELECT Button to make the item drop down when you want it to.

If Super Mario gets a Fire Flower or Cape Feather, he'll gain more power, and the Super Mushroom will be added to the stock. When Fire Mario takes a Cape Feather that is in stock or when Caped Mario takes a Fire Flower that is in stock, you can swap items. The process of gaining more power will be explained later.

Super Mushroom

Fire Flower

Cape Feather

MIDWAY GATE AND GOAL

There is a gate in the middle of the course like the one in the screen to the right. This is called a Midway Gate. If you break the tape at this gate, even if you lose a life before reaching your goal, you can restart from the Midway Gate. And if Small Mario cuts the rope, he'll become Super Mario!

A moving Giant Gate awaits you at the goal. Time it so that you break the tape while it is high in the air and you'll get Gold Stars corresponding to that height. If you collect 100 Gold Stars you get to play a bonus game where you can get more Marios. And if Mario can make it to the goal while on Yoshi's back, they'll start out on the next course together.

BONUS GAME

Hit all the rotating item blocks from beneath. The idea is to get a row of blocks with the same picture to win an Extra 1-Up Mushroom. It's just like tic-tac-toe!

Extra Mario Mushroom

You get an extra Mario for every one of these you receive.

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2-PLAYER GAME

In the 2-player game, Player 1 (with Controller 1) is Mario and Player 2 (with Controller 2) is Luigi. Player 1 and Player 2 take turns in clearing the action screen panels. When only Controller 1 is connected to the Super NES, both players can take turns using the Controller. If both controllers are connected to the Super NES, then one of the players can control Mario, and the other player can control Luigi.

If one player fails to clear a course, it is the other player's turn. When a player enters the course in which the other player has reached the Midway Gate, that player also starts the course from a point near the Midway Gate. (See "Midway Gate" on page 8)

TRANSFERRING EXTRA PLAYERS

If you press the L or R Button at the map screen, the screen on the right will appear. This screen also appears if one of the players finishes the game. When this appears, you can give some of your Marios (or Luigis) to the other player.

When you're only using one controller, press the B Button to give one of Luigi's lives to Mario; press the A Button to give one of Mario's lives to Luigi.

When you're using two controllers, player 2 (with Controller 2) can press the B Button to give one of Luigi's lives to Mario and the Y Button to give one of Mario's lives to Luigi. Press the START Button to return to the original screen.

SAVING YOUR PROGRESS

When you clear areas like a castle, fortress or haunted house, the following choices will appear on the map screen:

- Continue and Save
- Continue Without Save

If you choose to continue and save, the route up to that point will be saved in the Save Slot you selected at the Title Screen. Once your selection has been saved, it doesn't matter if you switch the POWER switch OFF, because it is saved on the Game Pak. If you want to end the game in the same status as you started, select CONTINUE WITHOUT SAVE and then continue with the game. (Your extra Marios will not be saved.)

When the game is over, the following choices will appear on the map screen:

- Continue
- End

If you select "End," you'll return to the Title Screen. If you select "Continue," you'll begin on the course immediately after the last saved point.

When all three save slots have been used, you can delete the data in one of the slots by selecting "Delete Saved Route" at the Title Screen. And after selecting and restarting a save slot, you can choose to play the game as a 1-player game or a 2-player game. (The number displayed in the save slot is the number of areas you've found up to the point when you saved.)

This game pak has a battery backup function to record the progress of the game. WARNING: If the POWER switch is switched ON and OFF repeatedly, the accumulated contents may be deleted. Also, avoid turning off the POWER switch unnecessarily (before saving the game) or data may be lost.

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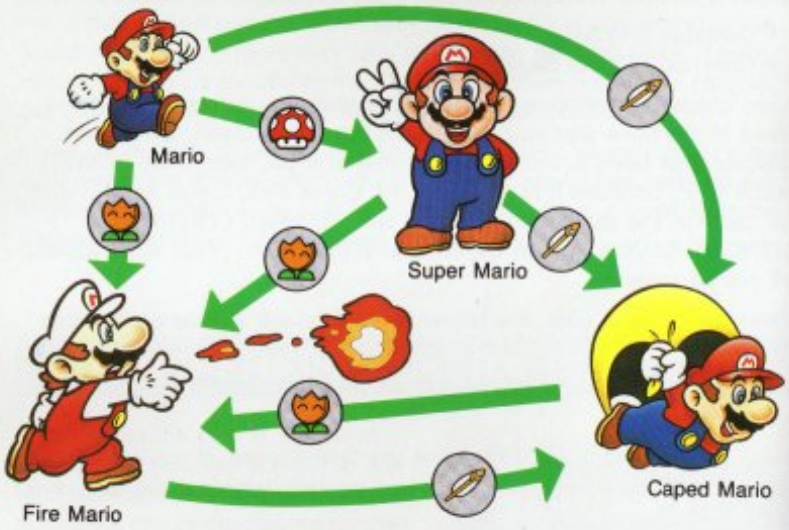
SPECIAL MARIO CONTROLS

Increasing Mario's Power



This differs from previous Super Mario Brothers Game Paks. Mario can suddenly change into Fire Mario or Caped Mario. (If you're Super Mario, you won't lose a life if you're touched by an enemy, you'll just become Small Mario.)

Mario's Basic Operations

Running (Acceleration)

+ Y

You can steer Mario over a one-block gap.

Jump

B

Mario will jump high if you hold the B Button down. Mario will also jump a long way if you hold the B Button down as he stomps on an enemy.

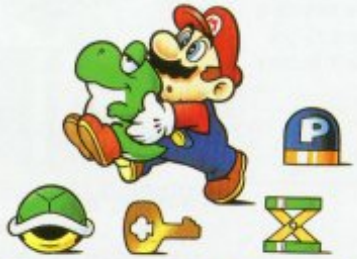
Spin Jump

A

You can't jump as high as a normal jump, however, you can defeat most enemies with one blow and also defeat some of the really TOUGH enemies that can't be beaten any other way. And when Mario is Super Mario, you can also destroy blocks.

Throwing An Item

When you are holding an item, press the ✚ Control Pad in the direction you want to throw and then release the Y Button.



Holding An Item

To hold onto an item, touch it while pressing the Y Button.

Jumping Out of The Water

✚ + B or A

Press Up on the ✚ Control Pad and B or A.

Crouching

✚

Swimming

✚ + B or A

B or A repeatedly

Holding An Item And Swimming

✚ + Y

Hold the Y Button down

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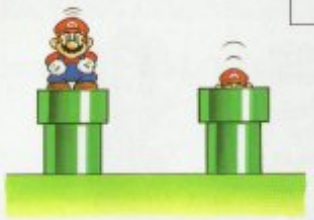
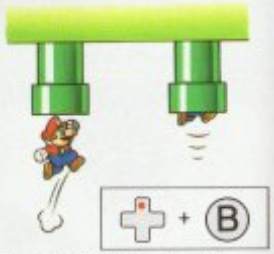
How To Enter The Pipes

Pipes in the Ground

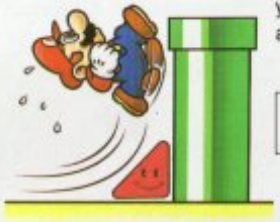


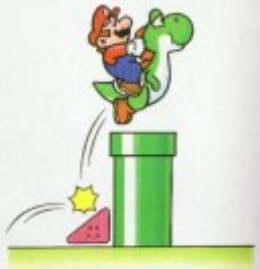


How To Get Into Upside Down Pipes

Pipe With Triangular Block

Mario can use this to run up the side of the pipe. Press the ✣ Control pad (in the direction you want to go) and the Y button.





Jumping With Yoshi

Hold down the B Button to jump high.

At Fences and Ropes

First, jump to the fence using the B Button, then press Up on the ✣ Control pad to grab onto it.

Punch

Y

If you meet a Koopa on the fence, you can knock it down.

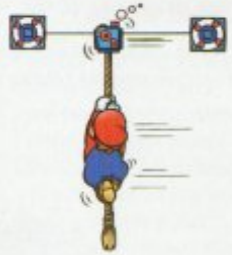
Drop a shell and kick it to destroy a line of enemies.

Revolving Door

Y

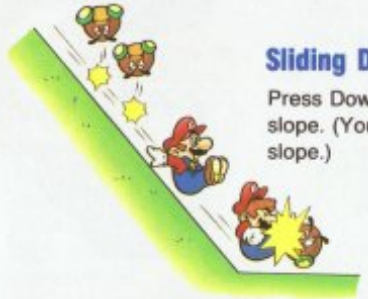
If You Have A Rope

Jump using the B Button, and press Up on the ✣ Control Pad to grab onto the rope. While holding the rope, press Up or Down to climb up or down.



Using The Door

Press the Y Button to rotate the door.

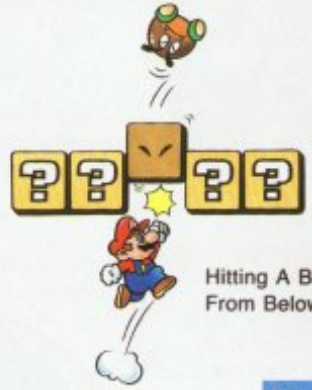


Sliding Down A Slope

Press Down on the ✣ Control Pad to slide down the slope. (You'll collide with an enemy if it's near the slope.)

Basic Ways of Defeating The Enemy

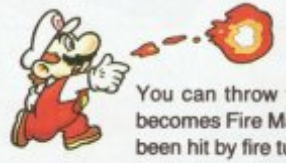
Stomping On An Enemy (Some really TOUGH enemies can't be stomped on.)



Hitting A Block From Below

Fire Ball

Y



You can throw fire balls when Mario becomes Fire Mario. Enemies that have been hit by fire turn into coins. However, there are some enemies that can't be destroyed by fire.

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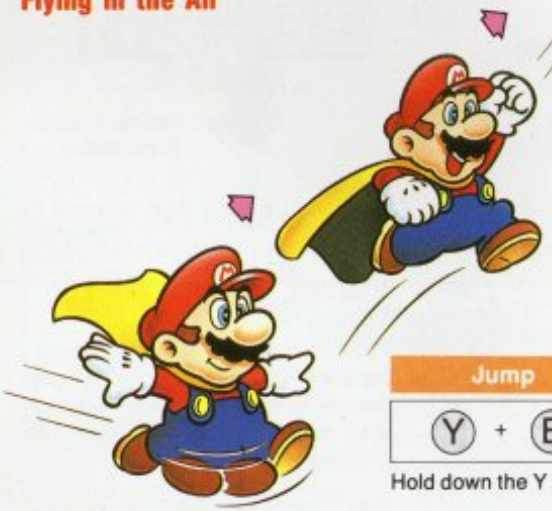
Caped Mario

This is used to spin Mario's cape to defeat enemies. You can also hit blocks from the side.

Y

Flying in the Air



Quick take-off

Y + B

Hold down the Y and B Buttons, and use the Control Pad to change directions.

Jump

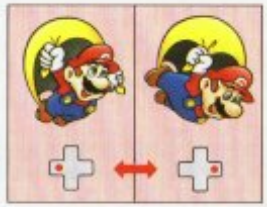
Y + B

Hold down the Y Button

Acceleration

+ Y

Run with your arms out to the side.



While flying with an open cape, press the Control Pad in the same direction you are headed to descend. Press the Control Pad in the opposite direction of where you are headed to ascend. Control your timing just right and you can actually climb much higher than you started!

Opening The Cape

Y

The cape will open when you either release the B Button or when Caped Mario has reached the highest point.

If Caped Mario hits an enemy while he has his Cape open, he will fall to the ground but he won't lose power.

Release the Y Button to float down.

Body Press

Y

Hold down the Y Button to defeat an enemy by dropping onto it.

Fast Dive

+ Y

Hold down the Y Button and Control Pad (in the direction you are headed) to make a fast dive.

You can defeat several nearby enemies by making the ground shake by slamming the ground in a fast dive.

Slow Landing

B

When you hold only the B Button, you will land at slow speed.

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Your Pal Yoshi

First, jump to climb on Yoshi's back. While riding Yoshi the basic operations are the same as when operating Mario.

Acceleration	Jump	Dismounting Mario
+ Y	B	A

When Caped Mario is riding Yoshi, you can fly into the air by accelerating, then jumping. Mario's cape won't open when you hold down the Y and B Button, but he will glide. If you hold down just the B Button, you can make a slow landing.

Eating

Y

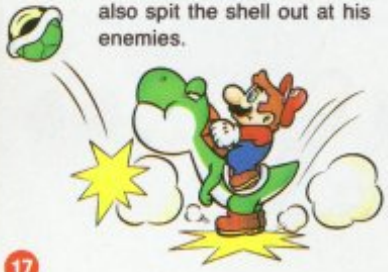
If you press the Y Button, Yoshi's tongue will dart out to eat berries and enemies. (Match the position of the berry with Yoshi's mouth, and he'll automatically eat it.)

Spitting

Y

It's difficult for Yoshi to eat hard objects such as turtle shells. So when Yoshi's has a hard item like a shell in his mouth, press the Y Button and he'll spit it out. If he eats red shells, he'll spit out a bunch of fireballs, which can be really handy against a group of foes!

If Yoshi eats a yellow shell, he will make a sand cloud when he bounces off the ground. If an enemy is hit by this sand cloud, it will be defeated. Yoshi can also spit the shell out at his enemies.



When Yoshi eats blue shells, he can fly if the B Button is pressed.

Flying in The Air

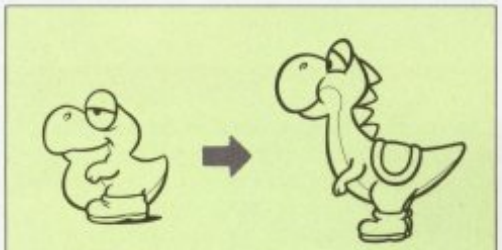
B

Press the B Button repeatedly.

- If shells are left in Yoshi's mouth for a long time, Yoshi will swallow them after a while. If this happens, Yoshi can no longer do the amazing things he can when he holds them in his mouth.
- If an enemy hits Yoshi when Mario is on Yoshi's back, you won't lose Mario or any strength; however, Yoshi will run away. If this happens, you'd better chase him with all your might, because if Yoshi falls off a cliff or into a hole, he'll be gone for sure.

The Legend Of The Colored Yoshis

Somewhere in the land of dragons, there are three different-colored Yoshis hiding. At first, they are little kids. So, you must feed them something so they grow. If you feed them five enemies, they'll grow into a big Yoshi.



Feed little Yoshi five enemies and look what happens!

Red Yoshi
Red Yoshi always spits out fire balls, whatever the color of the shells in its mouth.

Blue Yoshi
Blue Yoshi can fly for a fixed length of time, whatever the color of the shells in its mouth.

Yellow Yoshi
Yellow Yoshi throws out sand clouds for a fixed length of time when he jumps, whatever the color of the shells in its mouth.

The little Yoshi's specialties are different than big Yoshi's specialties.

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YOSHI'S ISLAND

Fortress

There are dinosaurs called Reznor waiting in all four fortresses. No doubt they've been put under a terrible spell by Koopa. They'll do anything for him, so watch out!

Haunted House

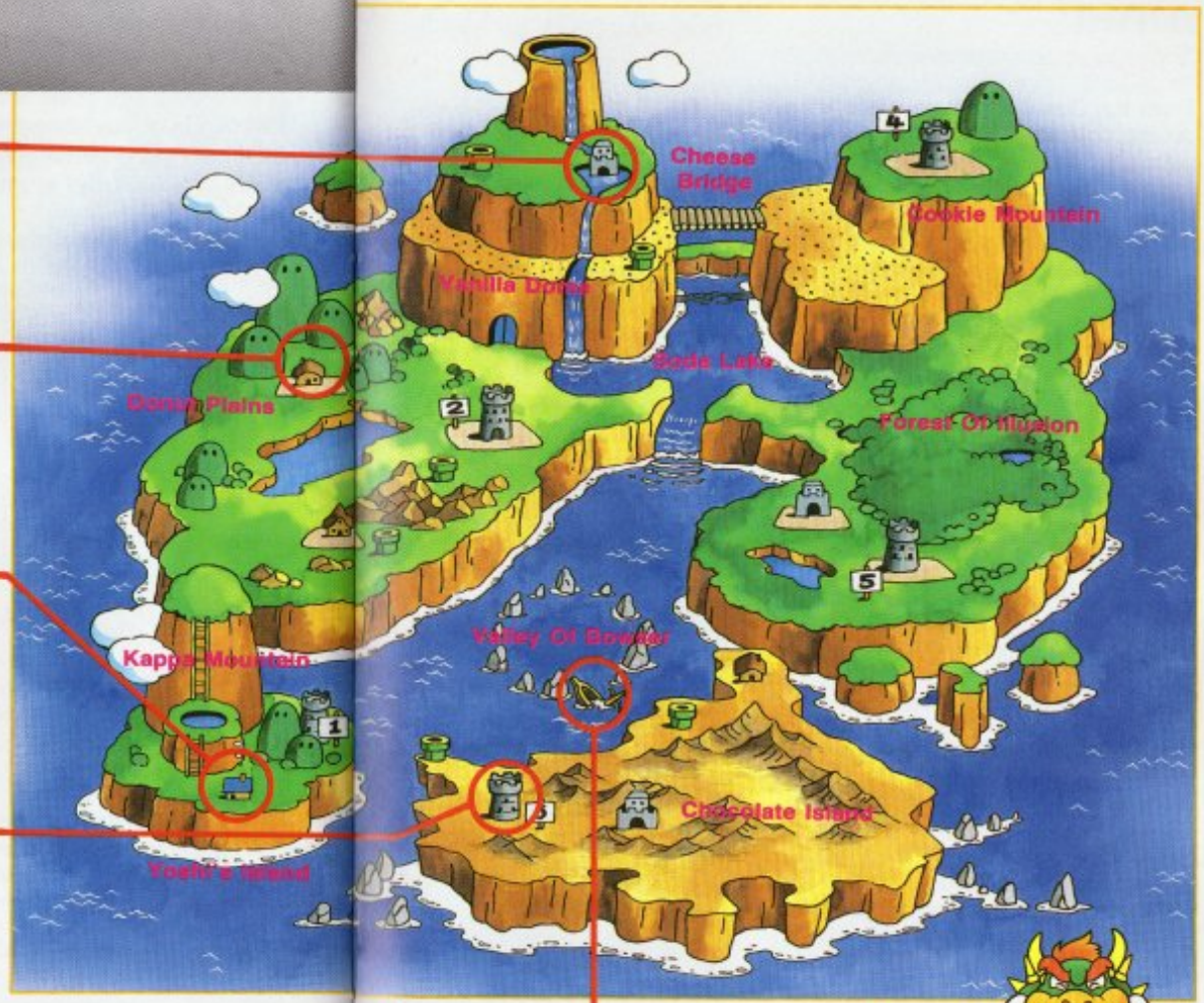
The inside of this old wooden house is dark, scary, and swarming with ghosts and spirits. What's more, the door is nearly impossible to find. So you're going to need to put on your thinking caps to escape from here.

Yoshi's House

This is the starting point for the game but the house is empty. It looks like the elusive Yoshi has gone out. You better look for him and look quickly! By the way, Yoshi was first discovered on Yoshi's Island, that's how he got his name.

The Castles

Within seven castles, the koopa Kids each hold one of Yoshi's friends captive inside an egg. There are lots of traps waiting for you when you try to get through the kids' rooms. What's more, the kids will come at you with a variety of attacks. Exploring these fortresses is enough to drive you crazy!



Mysterious Sunken Ship

This is a strange looking sunken ship. Haven't you seen it somewhere before? That's right, in Super Mario Bros. 3, Koopa and his kids used a flying ship to make life tough for Mario. I wouldn't be surprised if Bowser is lurking somewhere nearby.

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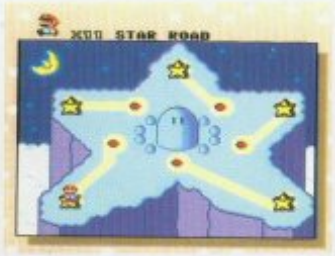
KEYHOLES

Secret keyholes were also mentioned on page 8.
From the Donut Plains onwards, many course points are red. At these course points are hidden different goals and keyholes as shown here. Keys USUALLY lay next to the keyhole. If Mario takes a key and moves over the keyhole, he can exit the course to another area. If Mario is on Yoshi when he finds the key, they can move over the keyhole with Yoshi holding the key in its mouth.

Key

STAR ROAD

WOW! What's this place?
Find this star on the map screen and you know you've come to a strange place! But don't worry, if you can solve this puzzle, something good is bound to happen.



Switch Palace

Jump on the big switch here and the yellow blocks with dotted lines in the middle of the course will change to exclamation blocks. This makes it easier to clear the course. The switch palaces come in three other colors; you definitely want to find these.

Dotted Line Block

Exclamation Mark Block

SPECIAL ITEMS AND BLOCKS

(Warning: There are many more surprises that aren't listed here!)

Super Star
They make Mario invincible.

Egg
There's always something fun inside one of these!

3-Up Moon
This will give Mario three extra lives.

Berry
You will gain an extra Mario if you feed Yoshi enough berries.

Jumping Board
Time it right and you can do a super high jump.

Power Balloon
Mario's body will swell up when he has these, which will allow him to drift through the sky for a fixed amount of time.

Yoshi's Wings
Yoshi can fly if you take these when Mario's riding Yoshi.

Prize Block
Hit this from beneath to get a coin or item.

Jump Block
This block bounces along and sometimes throws out items.

Rotating block
Hit this block and it will rotate for a fixed amount of time.

Switch Block
This block turns certain objects into coins and vice-versa.

Grab Block
You can hold or throw this block.

Message Block
This gives you hints and advice during the game.

Bonus Block
If you get 30 coins in one course, punch it to get an extra Mario mushroom.

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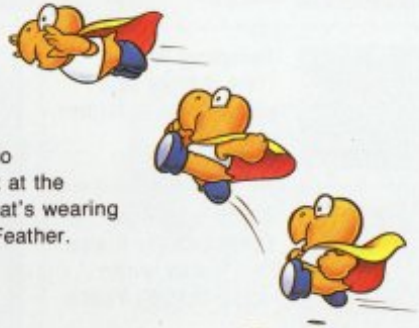
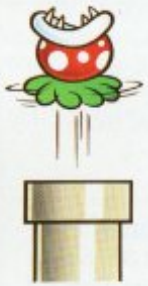
CHARACTERS IN DINOSAUR LAND

Koopa
The same old Koopas are back again. Everything seems bleak when these characters appear! If you jump on a Koopa in this game, it pops out of its shell. And what's worse is that an unshelled Koopa will eventually find its empty shell and climb back in to start all over again. BEWARE! If a Koopa climbs into a yellow shell, he'll become invincible!



Super Koopa
A Koopa that can fly once it has put on the magic cape. It looks like this guy might give Caped Mario some tough aerial combat. But look at the bright side ... if you jump on one that's wearing a flashing cape, you'll get a Cape Feather.

Jumpin' Piranha Plant
These are a tropical plant version of the Volcano Plant! Be careful; they come madly whirling out of the pipes and can be very tough.



Goomba
Jump on it to make it roll. You can also hold it or throw it.

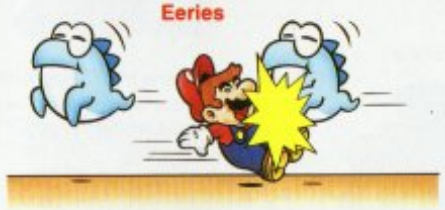
Monty Mole
This is a mole that bursts out of the ground. There's even bigger ones underground.

Boo Buddies

The Big Boo

You may remember the Boo Buddies from Super Mario Bros. 3. This time there's a whole horde of them! And amongst them there's a huge spook called The Big Boo. But don't worry, if you look at them, they act shy and turn away. Cute, aren't they? But watch it ... they're dangerous!

Eeries



This is a dinosaur spook that roams the haunted house. It comes after you with its pale face and ohhhh, what a ghastly spook it is!

Rip Van Fish
This little fellow is always taking a nap, but when Mario comes along, he wakes up, and sets off in hot pursuit. Whatever you do, don't let Rip touch Mario.

Urchin
This is a giant urchin drifting in the sea. It doesn't move very fast, so if you swim by carefully, there should be no problem. However, it's probably really painful if you get stung.

Dolphin
Don't worry, these guys aren't enemies; they help Mario cross water. A useful shoal of dolphin look alikes!

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Rex
As one would expect, you could only meet this kind of enemy in dinosaur land, and there are lots of them too. You have to stomp on a Rex twice to defeat him. Rex has wings, but I don't think he can fly.

Mini-Rhino **Dino Rhino**

These are dragons from Chocolate Island. Jump on Dino-Rhino and it becomes Mini-Rhino. Watch out, they breath fire.

Bob-omb
These explode and scatter stars after a set time. Some of the Bob-ombs use parachutes to drop from the sky. These little guys are a real blast.

Thwomp
A nasty stone ghost that guards the castles and fortresses for the Koopas. If Mario comes close, Thwomp will try to crush him. The trouble is, if you don't pass it, you can't go on.

Wiggler
A caterpillar that lives in the forest. Normally Wiggler is very quiet, but once jumped on, Wiggler turns red and gets extremely angry. If possible, treat Wiggler with respect.

Magikoopa
This is one of the tortoise sorcerers. The strange flashes of light that shoot from the wand are able to change blocks into enemies. On top of this, Magikoopa can appear and disappear in an instant. A tough customer to deal with!

Sumo Brother
When this strange little fellow stamps its foot, lightning strikes, and turns whatever it hits into a sea of flames. BEWARE! Sumo Brother will even attack you with a karate chop!

Chargin' Chuck
These All-Stars always seem to bar Mario's way just when he's within sight of the goal. They use a variety of bull-headed attacks, so you'll really have a tough time checking Chargin' Chuck.

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